



LABYRINTH

A HI-RES ACTION GAME BY SCOTT SCHRAM

Bröderbund Software

LABYRINTH

Here are your instructions:

You are represented on the screen by a blue, diamond-shaped object. You appear on the right-hand side, in the middle of the screen. Your movement is controlled by four keys, **I** for up, **J** for left, **L** for right, and **K** for down. You are armed with a trapper-zapper, or a chomper-whomper as they call it in Peoria, which you can shoot in all four directions. Press **E** to fire upward, **S** for left, **F** for right, and **D** for down.

Your object is to rescue the four men contained inside the four boxes. As you enter each of the four boxes the prisoner is released. Once you have freed all four men an X will appear in the opposite corner which you must reach in order to advance to the next level.

The difficulty with all this lies in the fact that the walls to the Labyrinth are moving, with doors opening and closing all the time. You can shoot your way through a wall if you want to, with the exception of the box walls which contain the four prisoners, and the box in the middle. Out of this central box will spring undescribable terrors such as trappers and scourges and maybe even a minotaur or two, though the latter is only a rumor. These creatures can destroy you by touching you or by zapping you with the bubble-like projectiles which emanate from their horrifying orifices.

Each time you hit one of the monsters you will receive two extra zappers. If you are out of shots you can receive an additional zapper by freeing one of the men from his cage. You may find that life without zappers is like shark fishing without a boat, so don't squander them. A new player is awarded at each level.

There are eight different levels of increasing difficulty. Strategies which you may find aid your success include: free all the prisoners as fast as possible, then hunt the monsters to build up your arsenal, find a good place to shoot from so that you don't get caught in a crossfire, and don't let too much time elapse if you are trapped in a small area and are waiting for a door to open. The baddies know you are there, and they come and get you.

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Beneath the City of Euqubud on the Ippississim River lie Prince Julian's mines—a labyrinth of hundreds of miles of tunnels and caves which were once the richest source of diamonds in the world. The mines are closed now. The yield became too meager and the cost too great, or so they said.

Many men believe otherwise, and rumors abound of mysterious and terrifying creatures of the dark caverns which chased Prince Julian's company from beneath the earth and now jealously guard their riches. Many courageous adventurers have ventured back into the deep seeking the fortune they believe to be there, but none has returned. They learned too late the terrifying secret of the Labyrinth which ensures the doom of even the best-prepared explorer—the walls of the mine are in constant motion, exposing entryways and sealing off exits, as its ghastly guardians render useless both map and compass with their evil engineering.

You are no foolish treasure hunter, and would not consider assuming the risk of entering the Labyrinth for any material gain. But among those missing in the mines is one who holds the key to peace, prosperity, and good seats at the Superbowl, and you're determined to find out what happened to him and the others, and return alive to tell about it.

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An arcade-style game for the Apple II/II Plus with 48K, DOS 3.3 or 3.2. Keyboard controlled. Game design by Scott Schram and Doug Carlston. Program code by Scott Schram. Program and packaging are Copyright 1982 by Brøderbund Software, Inc.

This program is fully guaranteed. If it ever fails to boot, return the original disk to Brøderbund Software, Inc. for free replacement. If you have physically damaged the disk please include five dollars for replacement.

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